Grimm World

The Encyclopedia

The Combat

I hear the whizzing of the sword that is striking off a wooer's head.

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♦ **Important Symbols**

- Number of Actions
- Number of Reactions
- Regeneration
- Range
- Attack
- Damage
- Dodge
- Armor
- Constitution

Phases of the Combat

♦1. Character Phase

- Action Cards can be played as actions equal to the -value of your character.
- Action Cards can be played individually or in combination.
- Enemies react to your character's actions when your character triggers them.

♦2. Enemy Phase

- Enemies are activated with increasing initiative ( ).
- Execute the enemy's first action line that can be fully executed.
- Action Cards can be played as reactions equal to the -value of your character. A maximum of one card can be played per enemy.

♦3. Refresh Phase

- Take as many Action Cards from the discard pile back into your hand as your character's -value indicates.
- Hit Point Cards of enemies are shifted from to so that their reaction is active again.

♦ Attack:

- **Attack Possible:** If target is in ↦ of the weapon and the line of sight of the attacker.
- **Attack Hits:** -value of the attacker (incl. modifier of the Action Card, Status Upgrades and equipped) + Fate Number ≥ -value of the target (incl. Status Upgrades and equipped) + modifiers of the terrain.
- **Damage ( )** = -value of the weapon - -value of the target.
- **Critical Hit:** 1 instant .

♦ Character Actions

- **Action Cards:** Action Cards can be played one after the other or in combination. If the cards are played one after the other, the remaining Actions and Movement Points are lost as soon as the next card is played. When combining cards, all values/modifiers are added together.
- **X | Move:** Receive X Movement Points. Entering an orthogonally adjacent space costs 1 Movement Point. Terrain types can increase the costs.
- **±X | Attack:** Perform an attack with modifier X. A weapon can only be used to attack as many times per Character Phase as its attack rate (number on the -/-symbol).
- **| Critical Hit:** This symbol is only available in combination with an Attack Action. This attack inflicts a critical hit if you draw a Fate Number of 3.
- **| Push:** If the character is adjacent to an enemy, the enemy is pushed 1 space away from the character. If there are several enemies, the character must choose a target. If the pushed enemy crosses an obstacle line () or lands in an obstacle space (), they lose 1. If the pushed enemy crosses a blocked line (), lands in a blocked square () or leaves the battlefield, they stop and lose 1.
- **| Special Skill:** Execute the Action Combat Skill on the Character Card.
- **- | Re-Equip:** Play any Action Card and ignore the actions on it to re-equip - and -items between the Character Card and the Storage Card.

♦Reactions

- **+X | Block:** Must be played directly before an enemy's attack. The character's -value is temporarily increased by X for this attack.
- **+X | Dodge:** Must be played directly before an enemy's attack. The character's -value is temporarily increased by X for this attack.
- **X | Retreat:** Must be played before the enemy activates. Receive X Movement Points to move away from the enemy. The distance to this enemy may not be less at the end of the movement than before the movement.
- **-X | First Strike:** Can be played as soon as a target comes into line of sight and the ↦ of the weapon. Perform an attack with modifier -X. The character's -value is also modified by -X until the end of the enemy's activation.
- **| Special Skill:** Execute the Reaction Combat Skill on the Character Card.

♦Trigger

- **| Attack Trigger:** When the enemy is attacked.
- **X | Line of Sight Trigger:** When the character comes into line of sight and ↦ X of the enemy.

♦Executing Triggers:

- Move the Hit Point Card from to to indicate that the enemy has been triggered. Each enemy can only attempt to react once per round with a trigger.
- Draw a random card from the Enemy Deck and use the Reaction Value to check whether the enemy performs a reaction. If so, execute the reaction.
- The reaction only applies until the Action Card that triggered the trigger has been resolved.

♦ Enemy Actions

- **X | Move Towards:** The enemy receives X Movement Points and must move as far as possible towards the character, but at least 1 space.
- **X | Move Away:** The enemy receives X Movement Points and must move as far away from the character as possible, but at least 1 space.
- **| Cover:** The enemy must stand in a space with cover at the end of their movement.
- **| Elevation:** The enemy must stand in a space with an elevation at the end of their movement.
- **| Push:** If the enemy is adjacent to the character, then the character is pushed 1 space away from the enemy (see Character Actions).
- **±X | Attack:** The enemy performs an attack with the X modifier.

♦ Special Skills

- 3 4 5 6 **| Critical Hit:** If the appropriate Fate Number is drawn when attacking, this attack inflicts a critical hit.
- **| Agile:** Ignores the additional Movement Point cost of and .
- **| Flying:** Ignores the additional movement point cost of , and . May move through -spaces but may not stop on them. May not cross -lines.
- **| Massive:** Ignores the effects of .
- **| Huge:** Ignores the additional Movement Point costs of , and . Receives no positive or negative modifiers from , and .

♦ **Terrain Types**

♦ **| Blocked (Space / Line)**

- **Movement:** Blocks movement.
- **Line of Sight/Attack:** Blocks line of sight.

♦ **| Obstacle (Space / Line)**

- **Movement:** +1 Movement Point for entering spaces with an obstacle or crossing a line with obstacle.
- **Line of Sight/Attack:** +1 for targets in spaces with an obstacle or when line of sight crosses an obstacle.

♦ **| Cover (Space)**

- **Movement:** No restrictions.
- **Line of Sight/Attack:** +1 for targets in spaces with cover.

No line of sight through spaces with cover.

♦ **| Water / Mud (Space)**

- **Movement:** +1 Movement Point for entering spaces with water or mud.
- **Line of Sight/Atack:** -1 for targets in water / mud spaces. No restriction on line of sight.

♦ **| Elevation (Space)**

- **Movement:** +1 Movement Point for entering spaces with elevation when coming from a space without elevation.
- **Line of Sight/Attack:** -1 for targets if the attacker is standing on a space with elevation and the target is not.

No restriction for targets in a space with elevation.

No line of sight through spaces with elevation.